F-1 WORLD GRAND PRIX

INSTRUCTION BOOKLET

FIA
FORMULA 1
WORLD
CHAMPIONSHIP

PUBLISHED BY
V VIDEO SYSTEM
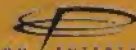
PARADIGM ENTERTAINMENT

SPORTS

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NINTENDO 64

PUBLISHED BY
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Thank you for selecting the F-1 World Grand Prix* Game Pak for
the Nintendo ® 64 System.

Please read this instruction booklet thoroughly to ensure maximum
enjoyment of your new game. Keep this instruction booklet and warranty
information in a safe place for future reference.

CONTENTS

CONTROL STICK FUNCTIONS

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.
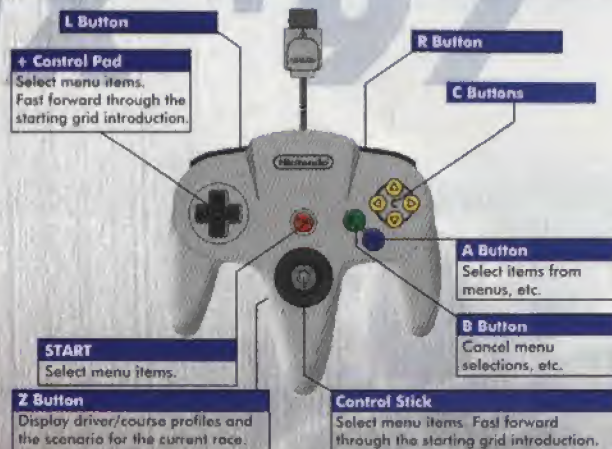
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it.

Operating the Game Controller

L Button

+ Control Pad
Select menu items.
Fast forward through the starting grid introduction.

R Button

C Buttons

A Button
Select items from menus, etc.

B Button
Cancel menu selections, etc.

START
Select menu items.

Z Button
Display driver/course profiles and the scenario for the current race.

Control Stick
Select menu items. Fast forward through the starting grid introduction.

CONTROLLER TYPE

FUNCTIONS	NORMAL	WHEEL
WHEEL (Steering control changes with the angle of the Control Stick. Turn sharply by moving the Control Stick diagonally.)	Control Stick ← → or + Control Pad ← →	Control Stick ← →
ACCEL	A Button	Control Stick ↑
BRAKE	B Button	Control Stick ↓
BACK	Z or L Button and A Button	Z Button and Control Stick ↓
SHIFT UP (when using a manual transmission)	R Button	R Button
SHIFT DOWN (when using a manual transmission)	Z or L Button	Z or L Button
CHANGE VIEW (Toggle through Close Follow-> Bird's Eye-> Nose-> Driver-> On Board views.)	C↑ Button	C↑ Button
LEFT MIRROR	C← Button	C← Button
RIGHT MIRROR	C→ Button	C→ Button
REAR MIRROR	C↓ Button	C↓ Button
PAUSE	START	START

Special accelerator and brake controls :
When NORMAL has been selected for CONTROLLER TYPE, special accelerator and brake controls can be performed by tapping the control buttons in different ways.

ACCEL
Smooth Acceleration : Single tap the A Button to gradually accelerate at a rate that will prevent the wheels from spinning.
Full Acceleration : Double tap the A Button to floor the accelerator.
Hold Constant Power : Steadily tap the A Button to maintain the current engine rpm.

BRAKE
Normal Braking : Single tap the B Button to fully apply the brakes. Holding this button for a long time greatly increases the risk of the brakes locking up.
Anti-Lock Braking : Double tap the B Button for automatic brake control that prevents brake lock up. This allows optimum braking performance.

1. Starting the Game

Starting the Game

Insert the Game Pak into the NINTENDO 64
(make sure that it is properly inserted) and
then turn the Control Deck power ON.
Do not touch the Control Stick when turning
Control Deck power ON. When the Title
screen appears, press START or the A Button
and the Game Mode Selection screen will
be displayed.

* Various selection screens will be displayed throughout the game. Use START
  or the A Button to make selections on the screen. To cancel a selection and
  return to the previous screen, press the B Button.

Game Mode Selection

First, select the game mode.

EXHIBITION Mode

In this mode, match your skills against computer-
controlled drivers in exhibition laps on selectable tracks.
(See page 10)

GRAND PRIX Mode

Participate in a realistic re-creation of the 97 F1 Grand
Prix. Race preliminary courses to secure the top position
in your quest to become the world champion.
(See page 10)

CHALLENGE Mode

This mode provides scenarios faithfully modeled after
the 97 F1 Grand Prix.
(See page 12)

TIME TRIAL Mode

This mode lets you concentrate on practicing your skills
with only your car on the track.
(See page 13)

2-PLAYER Mode

Select this mode to race against another
human opponent.
(See page 13)

Select the driver and course :

Next, select the driver who will be operating your car
and the course for the race. (See page 10 for
information on the GRAND PRIX mode and page 12
for information on the CHALLENGE mode.)

DRIVERS

Use ← and → on the Control Stick or
+ Control Pad to select your driver
from the ones available. See page
16 for detailed information about
each driver.
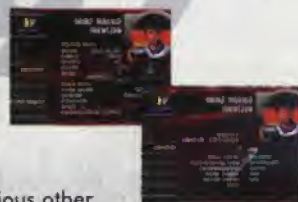
* Press and hold the Z Button to display
  a personal profile of a driver.

Press the A Button to select a driver. Various other
settings related to the driver can then be made.

SKILL LEVEL :	Select the control type: [ROOKIE], [PROFESSIONAL], or [CHAMPION]. [ROOKIE] is the easiest mode, and [CHAMPION] mode provides a driving feel close to that of an actual F1 racing machine.
CONTROLLER TYPE :	Two types of controllers are available, NORMAL and WHEEL. See page 3 for information about using each type of controller.
TRANSMISSION :	Select the type of transmission for the race car, either automatic or manual.
ACCEL ASSIST :	When turned on, the accelerator is automatically adjusted to prevent wheel spinning.
BRAKE ASSIST :	When turned on, the breaks are automatically applied whenever the car reaches a corner.
EDIT NAME :	The name of Driver Williams can be edited. Use ← and → on the Control Stick to move the cursor to a character, then press the A Button.

COURSES

Use ← and → on the Control Stick or + Control Pad
to select the course for the race. There are a total of
17 courses available. See page 24 for the details
and features of each course.

* Press and hold the Z Button to display a profile
  of the course.

OPTIONS (RACE OPTIONS)

Set the racing conditions.

|	
97 EVENTS :	When this option is turned on, the race will be run as a reenactment of the actual 97 Grand Prix, from the weather and preliminary results to the times that computer-driven cars retire.
GRID POSITION:	Sets the number of position in the race. [1–22] (Only for exhibition mode)
DAMAGE :	When turned on, your car can be damaged if it runs into something.
PIT IN :	Set tyre wear and fuel consumption to ON or OFF.
FLAGS :	When this option is turned on, racing flags will be used during the race.
WEATHER :	Select the type of weather for the race : [SUNNY], [PARTLY CLOUDY], [CLOUDY], [LIGHT RAIN], [RAINY] or [RANDOM]
LAPS :	The number of laps that can be set varies with each race mode.

SYSTEM (SYSTEM OPTIONS)

Set options for the screen display, sound, etc. See "System Options"
(page 14) for additional details about system options.

START

Once all of the initial options have been
set, select START. The race introduction
will begin when START is selected.
Press the A Button or START to display the
PADDOCK screen.

ARGENTINA
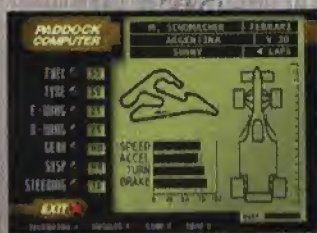
PADDOCK Screen

The PADDOCK screen is used to modify
racecar settings to match the course and
player. Machine performance is
displayed with bar graphs. Weather
conditions and the lap number are
displayed at the top-right of the screen.

SPEED : Maximum speed
ACCEL : Acceleration performance
TURN : Cornering performance
BRAKE : Braking force

FUEL

Adjust the amount of fuel in the car. More fuel
means that the car will run further, but it also means
that the car will be heavier, so acceleration, turning,
and braking are less responsive.

TYRE

Select the type of tyres for the race car. SLICK tyres
are for clear days, RAIN and H-RAIN tyres are for
rainy weather. INTERMED (intermediate) tyres are
designed for performance between slick and rain
tires. SOFT tyres provide the best gripping
performance, but they are not very durable and will
have to be replaced quickly.

F-WING, R-WING

Set the angle for the front and rear wings to adjust the air stream
(downward force) over the racing car. A high angle will increase the
turning and braking performance,
but it also increases wind
resistance, which reduces speed
and acceleration performance.

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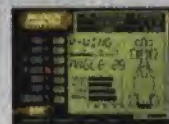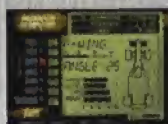
* Oversteering and Understeering

The car balance is modified by the front and rear wing settings, which
greatly affects car behavior while cornering. If the angle of the front
wing is too high compared with the angle of the rear wing, the car can
spin out easily (oversteering). If the rear wing setting is too high, the
car will be difficult to turn (understeering).

GEAR

Changing the type of gears adjusts the acceleration
performance and maximum speed of the car.
Setting the gear to LOW reduces the SPEED
performance of the car but increases acceleration,
so the LOW setting is good for low-speed courses.

SUSP (Suspension)

Select the type of suspension. HARD suspension
provides better acceleration, turning, and braking
performance, but it also causes the tyres to wear out
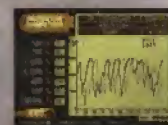more quickly.
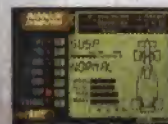
STEERING

Adjust the steering sensitivity. Raising the setting
makes the steering more sensitive so less action is
required to make turns; however, it also makes it
easier to spin out when cornering at high speeds.

TELEMETRY
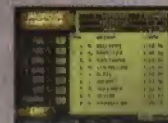
Display the telemeter to analyze your run.
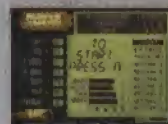

RESULTS

Verify the current player score (preliminary
race score).

LOAD, SAVE

Up to 7 settings can be saved.
All of the settings can be reset to
default values by choosing
[TRACK SET].

Grid Introduction

The final race in GRAND PRIX mode features an introduction of the starting grid. ← and → on the Control Stick or + Control Pad can be used to fast forward through the introduction.

The B Button can also be pressed to display the introduction from the beginning.

The grid introduction is not shown for practice and preliminary runs in GRAND PRIX mode, nor is it shown in other racing modes.

GO

You're finally ready to start the race. The row of red starting lights light up one at a time. After all lights are lit, they go out to mark the start of the race.

The Race Screen

Position in the Race
Current Lap
Warning Lights

SUS : Damaged suspension. A flashing warning indicates that car behavior will be unstable during cornering.

TYR : Tyre wear. A flashing warning indicates that the car will slip easily.

AER : Damaged wing. A flashing warning indicates a reduction in the downward force on the car.

GER : Damaged gears. A flashing warning indicates that the gears cannot be changed.

ENG : Engine damage. A flashing warning indicates that engine output cannot be increased.

FUL : Remaining fuel. A flashing warning indicates that you are in danger of running out of gas (retiring).

Speedometer
Tachometer
Shift Position (Gear Position)
Information Telop (Remaining Time, Section Time, Time Spent in the Pit)
Course Map (Full Course Map and Magnified Map View)
Flags

Checkered Flag :	Waved as a car passes the goal line.
Black & White Flag :	Warning to a driver who has committed a violation, such as running in the wrong direction.
Black Flag :	Waved for a driver who has committed a violation and is being disqualified from the race.
Yellow Flag :	Warning that an accident has occurred ahead on the track.
Green Flag :	Notification that the previous flag has been cancelled.
Red Flag :	Notification that the race is being restarted due to a major accident, etc.

Pause Menu (START)

Pressing START during play pauses the game. The Pause menu is displayed, and the player can select the following items.

CONTINUE RACE : Cancel the pause and continue the race.

DISPLAY OPTIONS : Change the screen displayed during the race. See "System Options" for additional details.

SOUND OPTIONS : Change the sounds used during the game. See "System Options" for additional details.

PADDOCK : Return to the PADDOCK screen can be used even in the middle of a race. (Only in PRACTICE, QUALIFY and TIME TRIAL modes.)

RESTART RACE : Restart the same race from the beginning. (Only in EXHIBITION mode. RESTART LAP can be selected during TIME TRIAL mode to rerun a race for the same lap.)

RETIRE FROM RACE : Cancel the race and display the results screen. (In GRAND PRIX mode, (END SESSION) the name used for this option may vary depending on the session.)

Pit Stops

During a race, you can make pit stops to get gasoline and change tyres. But be careful, the more you try to do while in the pit, the more time you will have to spend in the pit. When making practice and preliminary runs in GRAND PRIX mode and when in TRIAL MODE, making a pit stop switches the display to the PADDOCK screen.

The number of pit stops needed depends on the lap setting and the type of tyres used.

Pit stop guidelines :	Number of laps	4	8	16	HALF	FULL	
	SOFT TYRES	0	1	2	1	2	pit stops
	HARD TYRES	0	0	1	0	1	pit stops

FUEL : Set the amount of fuel to be added to the car.

TYRE : Select the type of tyres to be used when changing tyres. Select KEEP if you don't want to change the tyres.

FRONT/REAR WING: Change the angles of the front and rear wings.

Ending a Race

When you reach the goal or when you retire, the race ends and you can view the race results and a replay of the race.

RACE RESULTS : Displays the race results and the driver's point ranking.

PLAY BACK LAP : View a replay of the last lap. (Not available when doing practice runs, preliminary runs, and warm-up runs in GRAND PRIX mode).

CONTINUE GP : Switch to the Schedule Selection screen. (Only in GRAND PRIX mode.)

RETRY WEEK : Rerun the same Grand Prix, starting with the first session.

RESTART RACE : Restart the same race from the beginning. (This option is not available in Grand Prix mode. RESTART LAP can be selected during TIME TRIAL mode to rerun a race for the same lap.)

QUIT TO MENU : Quit the current mode and return to the initial modeselection screen.

2. Game Mode Introduction

EXHIBITION Mode

This mode lets you run just the final races. You can select a final race on your favourite course and then make detailed condition settings. A starting grid position can be set with the Race Options, only in this mode.

BROADCAST Mode

Select BROADCAST mode by choosing the TELEVISION CAMERAMAN as the driver. You can then watch a race of computer-driven cars. Use ✦ and ✦ on the + Control Pad to switch views among the cars in the race. Use C✦ and C✦ Buttons to switch among 5 driver views and different TV camera views. The C✦ and C✦ Buttons switch the driver's view to the left and right side mirrors.

GRAND PRIX Mode

Participate in a realistic re-creation of the 97 Grand Prix as you aim to become the world champion. The race schedule follows actual F1 rules -- you start with trial runs, followed by preliminary races, then finally on to the final race. All aspects of the race have been faithfully based on the actual 97 Grand Prix, from the conditions to the times that computer-driven cars retire.

Grand Prix Rules

107% Rule : When CHAMPION has been selected in SKILL LEVEL, a car is disqualified if its finishing time during the preliminaries is 107% that of the top finishing car. Select NEXT GP from the RESULT menu to proceed to the next round.

Getting Ready to Race

1. FILE Selection
Select the file to be used for the race.

2. DRIVER Selection
Select your driver. The driver can only be selected when NEW FILE is chosen during file selection. See page 5 for additional information about driver selection and settings.

3. Options (RACE OPTIONS)
Make various settings related to the race. These settings can only be made when NEW FILE is chosen during file selection.

97 EVENTS :	When this option is turned on, the race will be run as a reenactment of the actual 97 Grand Prix, from the weather and preliminary results to the times that computer-driven cars retire.
DAMAGE :	When turned on, your car can be damaged if it runs into something.
PIT IN :	Set tyre wear and fuel consumption to ON or OFF.
FLAGS :	When this option is turned on, racing flags will be used during the race.
WEATHER :	Select the type of weather for the race:[SUNNY],[PARTLY CLOUDY], [CLOUDY], [LIGHT RAIN],[RAINY] or [RANDOM]
LAPS :	Select the number of laps from the following options. 4 / 8 / 16 / HALF / FULL

4. Schedule Selection
The race is run according to one of the following schedules. When the driver mode is in any mode other than CHAMPION, intermediate sessions can be skipped by going directly to the final race, but your car will start in the last position in the starting grid.

FRI PRACTICE :	Friday's practice run.
SAT PRACTICE :	Saturday's practice run.
QUALIFYING (Preliminary Race) :	The results of this race determine your starting position for the final race. The driver makes a maximum of 12 lap time attacks, then each car takes its place in the starting grid, starting with the car that had the fastest trial lap time.
WARM-UP:	The final practice run, held just before the race begins.
GRAND PRIX (Final Race) :	The F1 race events. Driver's points are awarded according to the results of each event. When all 17 events have been completed, the driver with the highest total points is the champion.

Saving Race Results

Race results are automatically saved at the end of each session.

CHALLENGE Mode

The objective of this mode is to complete each scenario. The scenarios are faithfully modeled after the 97 F1 Grand Prix. To complete a scenario, the player must reach the goal at the specified position, or better, determined by scenario conditions.

### Getting Ready to Race
1. FILE Selection.
Select a file.

2. Scenario Selection
The following types of scenarios are available. There are five scenarios for each type, and clearing one scenario automatically advances the player to the scenario at the next level. The results for each scenario are given as points, with 5 points being the top score.

OFFENSE : In these scenarios, the objective is to jump up in rank as far and as fast as possible.

DEFENSE : The objective of these scenarios is to block other cars so that you can maintain your own position.

TROUBLE : There are many problems in these scenarios for you to overcome, such as car damage and wet conditions.
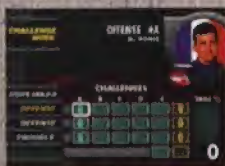
* Press and hold the Z Button to display a description of a scenario.

Saving Race Results
Race results are automatically saved at the end of each session.

TIME TRIAL Mode

This mode is used to polish your driving skills. Your car is the only car on the track. To help you improve, you can race against a ghost car, which is actually an after-image of your own car making its best trial run.

GHOST

A ghost is an image of your own car making its fastest run on the current course. The ghost car is displayed as a transparent car. The ghost car starts the race at the same time as the actual car, and replays the fastest run made so far. By passing your own ghost, you can set a new personal record for the course.

By selecting OPTIONS (in TIME TRIAL mode only), you can select from among the following GHOST CAR settings.

[GHOST CAR]
OFF : The Ghost Car is not displayed.
BESTLAP : A Ghost Car is displayed that duplicates your best lap run.
INSTRUCTOR : An Instructor (AI) Ghost Car is displayed.

2-PLAYER Mode

This mode lets you race against another human opponent. Select the driver and course, adjust the settings on the PADDOCK screen, and you arrive at the starting grid. The red starting lights light up one at a time until all lights are lit, and then they go out to mark the start of the race.

* A handicap can be set with the race options.
* The type of split screen (horizontal or vertical split) can be changed with the system options. See page 14 for additional information.
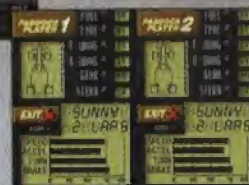
3. System Options

Various settings related to the game can be changed with the System Options.

DISPLAY MENU
Change settings related to game displays.

SPEED TYPE :	Change the units displayed on the speedometer. Either [KM/H] or [MP/H] can be selected.
RACING LINE :	Displayed on the racing line. [ON] or [OFF].
MAP DISPLAY :	Set the course map display to [ZOOM MAP], [FULL MAP], or [OFF]
TELOP :	Turn the information telop display [ON] or [OFF].
LOOK AHEAD :	Set the type of position adjustment used for the camera during cornering. Select [NEAR] to set the camera at the middle of the turn, [FAR] to set the camera to a position before the turn, and [OFF] for no position adjustment.
SPLIT SCREEN TYPE :	Set the type of split screen shown during 2-player races to either [VERTICAL] or [HORIZONTAL]. [Only for 2-player mode].

SOUND MENU
Change settings related to game sound.
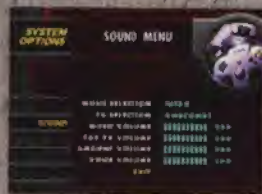
MUSIC SELECTION :	Sample the different types of background music available. Use ✦ and ✦ on the Control Stick to select the music you want, then press the A Button.
FX SELECTION :	Sample the different types of sound effects. Use ✦ and ✦ on the Control Stick to select the music you want, then press the A Button.
MUSIC VOLUME :	Adjust the background music volume.
CAR FX VOLUME :	Adjust the volume of the sound effects for the car.
AMBIENT VOLUME :	Adjust the volume of the sound effects for the racecourse.
VOICE VOLUME :	Adjust the volume of the pit radio.

4. Introduction of Teams and Drivers

Reading Screen Data

FRONT DF, REAR DF Displays the amount of downward force on the front and rear of the car. The higher the rating, the higher level of gripping performance, but also be aware that car handling will vary depending on the front-rear balance. If the FRONT DF is too high, the car will have a tendency for oversteering (the wheels will spin easily). If the REAR DF is too high, the car will have a tendency for understeering (the car will be difficult to turn).

ENGINE Displays the level of engine power.

RELIABILITY Displays the level of engine reliability (how difficult it is to blow the engine). The player's car engine cannot be blown.

PIT WORK Displays the capacity of the pit crew.

SPEED Displays the capacity of the driver to handle high speeds.

CORNER Displays the capacity of the driver to handle corners.

AGGRESSIVE Displays how aggressively the driver drives during the race. The higher the rating, the more aggressively the driver will attempt to overtake and block other cars. But if this level is too high, the driver may be too aggressive and could end up in a self-destructive situation.

RAIN Displays the severity of rain conditions.

1. ARROWS

ENGINE	YAMAHA 0X11A V10	
TEAMS POSITION	8	
TEAMS WINS	0	
TEAMS CONSTRUCTOR POINTS	9	

FRONT DF / REAR DF / ENGINE / RELIABILITY / PIT WORK

Damon HILL

BORN	SEP 17,'60
NATIONALITY	BRITISH
DEBUT	1992
STARTS	84
POLES	20
WINS	21

SPEED / CORNER / AGGRESSIVE / RAIN

Pedro DINIZ

BORN	MAY 22,'70
NATIONALITY	BRAZILIAN
DEBUT	1995
STARTS	50
POLES	0
WINS	0

SPEED / CORNER / AGGRESSIVE / RAIN

2. WILLIAMS

ENGINE	RENAULT RS9 V10	
TEAMS POSITION	1	
TEAMS WINS	8	
TEAMS CONSTRUCTOR POINTS	123	

FRONT DF / REAR DF / ENGINE / RELIABILITY / PIT WORK

Driver WILLIAMS

BORN	?
NATIONALITY	?
DEBUT	?
STARTS	?
POLES	?
WINS	?

SPEED / CORNER / AGGRESSIVE / RAIN

Heinz-Harald FRENTZEN

BORN	MAY 18,'67
NATIONALITY	GERMAN
DEBUT	1994
STARTS	65
POLES	1
WINS	1

SPEED / CORNER / AGGRESSIVE / RAIN

3. FERRARI

ENGINE	FERRARI 046/2 V10
TEAMS POSITION	2
TEAMS WINS	5
TEAMS CONSTRUCTOR POINTS	102

FRONT DF
REAR DF
ENGINE
RELIABILITY
PIT WORK

■ Michael SCHUMACHER

BORN	JAN 03,'69
NATIONALITY	GERMAN
DEBUT	1991
STARTS	102
POLES	17
WINS	27

SPEED
CORNER
AGGRESSIVE
RAIN

■ Eddie IRVINE

BORN	NOV 10,65
NATIONALITY	BRITISH
DEBUT	1993
STARTS	65
POLES	0
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

4. BENETTON

ENGINE	RENAULT RS9 V10
TEAMS POSITION	3
TEAMS WINS	1
TEAMS CONSTRUCTOR POINTS	67

FRONT DF
REAR DF
ENGINE
RELIABILITY
PIT WORK

■ Jean ALESI

BORN	JUN 11,'64
NATIONALITY	FRENCH
DEBUT	1989
STARTS	135
POLES	2
WINS	1

SPEED
CORNER
AGGRESSIVE
RAIN

■ Gerhard BERGER

BORN	AUG 27,'59
NATIONALITY	AUSTRIAN
DEBUT	1984
STARTS	210
POLES	12
WINS	10

SPEED
CORNER
AGGRESSIVE
RAIN

5. McLAREN

ENGINE	MERCEDES BENZ FO110E V10
TEAMS POSITION	4
TEAMS WINS	3
TEAMS CONSTRUCTOR POINTS	63

FRONT DF
REAR DF
ENGINE
RELIABILITY
PIT WORK

■ Mika HAKKINEN

BORN	SEP 28,'68
NATIONALITY	FINNISH
DEBUT	1991
STARTS	96
POLES	1
WINS	1

SPEED
CORNER
AGGRESSIVE
RAIN

■ David COULTHARD

BORN	MAR 27,'71
NATIONALITY	BRITISH
DEBUT	1994
STARTS	58
POLES	5
WINS	3

SPEED
CORNER
AGGRESSIVE
RAIN

6. JORDAN

ENGINE PEUGEOT A14 EV4 V10
TEAMS POSITION 5
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 33

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

▪ Ralf SCHUMACHER

BORN	JUN 30,'75
NATIONALITY	GERMAN
DEBUT	1997
STARTS	17
POLES	0
WINS	0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

▪ Giancarlo FISICHELLA

BORN	JAN 14,'73
NATIONALITY	ITALIAN
DEBUT	1996
STARTS	25
POLES	0
WINS	0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

7. PROST

ENGINE MUGEN-HONDA MF-301HB V10
TEAMS POSITION 6
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 21

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

▪ Olivier PANIS

BORN	SEP 02,'66
NATIONALITY	FRENCH
DEBUT	1994
STARTS	59
POLES	0
WINS	1

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

▪ Shinji NAKANO

BORN	APR 01,'71
NATIONALITY	JAPANESE
DEBUT	1997
STARTS	17
POLES	0
WINS	0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

8. SAUBER

ENGINE PETRONAS V10
TEAMS POSITION 7
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 16

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

▪ Johnny HERBERT

BORN	JUN 25,'64
NATIONALITY	BRITISH
DEBUT	1989
STARTS	113
POLES	0
WINS	2

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

▪ Nicola LARINI

BORN	MAR 19,'64
NATIONALITY	ITALIAN
DEBUT	1987
STARTS	49
POLES	0
WINS	0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

9. TYRRELL

ENGINE	FORD COSWORTH ED 5 V8	
TEAMS POSITION	10	
TEAMS WINS	0	
TEAMS CONSTRUCTOR POINTS	2	

FRONT DF
REAR DF
ENGINE
RELIABILITY
PIT WORK

▉ Jos VERSTAPPEN
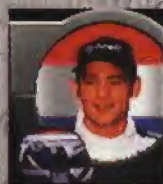
BORN	MAR 04,'72
NATIONALITY	DUTCH
DEBUT	1994
STARTS	48
POLES	0
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

▉ Mika SALO

BORN	NOV 30,'66
NATIONALITY	FINNISH
DEBUT	1994
STARTS	52
POLES	0
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

10. MINARDI

ENGINE	HART 830 AV7 V8	
TEAMS POSITION	11	
TEAMS WINS	0	
TEAMS CONSTRUCTOR POINTS	0	

FRONT DF
REAR DF
ENGINE
RELIABILITY
PIT WORK

▉ Ukyo KATAYAMA

BORN	MAY 29,'63
NATIONALITY	JAPANESE
DEBUT	1992
STARTS	95
POLES	0
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

▉ Jarno TRULLI
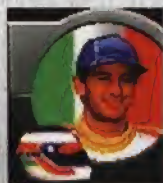
BORN	JUL 13,'74
NATIONALITY	ITALY
DEBUT	1997
STARTS	14
POLES	0
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

11. STEWART

ENGINE	FORD ZETEC-R V10	
TEAMS POSITION	9	
TEAMS WINS	0	
TEAMS CONSTRUCTOR POINTS	6	

FRONT DF
REAR DF
ENGINE
RELIABILITY
PIT WORK

▉ Rubens BARRICHELLO

BORN	MAY 23,'72
NATIONALITY	BRAZILIAN
DEBUT	1993
STARTS	81
POLES	1
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

▉ Jan MAGNUSSEN

BORN	JUL 4,'73
NATIONALITY	DANISH
DEBUT	1995
STARTS	18
POLES	0
WINS	0

SPEED
CORNER
AGGRESSIVE
RAIN

5. Introduction of Courses

Reading Screen Data

SPEED / CORNER / BUMP
These represent course layout. For BUMP, the higher the rating, the greater the difference between high and low.

GRIP / TYRE / ENGINE / RAIN
These represent course conditions. For RAIN, the higher the rating, the more rain.

1. GRAND PRIX OF AUSTRALIA

Albert Park

DATE	MAR 09,'97
LENGTH	5.301KM
LAPS	58

1997 RESULTS
1. D.COULTHARD   McLAREN
2. M.SCHUMACHER   FERRARI
3. M.HAKKINEN   McLAREN

SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

2. GRAND PRIX OF BRAZIL

Interlagos
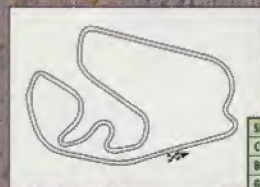
DATE	MAR 30,'97
LENGTH	4.292KM
LAPS	72

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. G.BERGER   BENETTON
3. O.PANIS   PROST

SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

3. GRAND PRIX OF ARGENTINA

Buenos Aires

DATE	APR 13,'97
LENGTH	4.259KM
LAPS	72

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. E.IRVINE   FERRARI
3. R.SCHUMACHER   JORDAN

SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

4. GRAND PRIX OF SAN MARINO

Imola

DATE	APR 27,'97
LENGTH	4.930KM
LAPS	62

1997 RESULTS
1. H.FRENTZEN   WILLIAMS
2. M.SCHUMACHER   FERRARI
3. E.IRVINE   FERRARI

SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

5. GRAND PRIX OF MONACO

Monte Carlo

DATE	MAY 11,'97
LENGTH	3.366KM
LAPS	78

1997 RESULTS
1. M.SCHUMACHER   FERRARI
2. R.BARRICHELLO   STEWART
3. E.IRVINE   FERRARI

SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

6. GRAND PRIX OF SPAIN

Barcelona
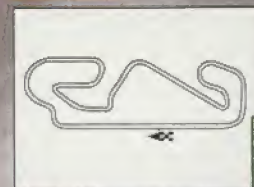
DATE	MAY 25,'97
LENGTH	4.728KM
LAPS	65

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. O.PANIS   PROST
3. J.ALESI   BENETTON

SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

7. GRAND PRIX OF CANADA

Montreal

DATE	JUN 15,'97
LENGTH	4.421KM
LAPS	69

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. M.SCHUMACHER   FERRARI
2. J.ALESI   BENETTON
3. G.FISICHELLA   JORDAN

8. GRAND PRIX OF FRANCE

Magny-Cours

DATE	JUN 29,'97
LENGTH	4.247KM
LAPS	72

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. M.SCHUMACHER   FERRARI
2. H.FRENTZEN   WILLIAMS
3. E.IRVINE   FERRARI

9. GRAND PRIX OF BRITAIN

Silverstone

DATE	JUL 13,'97
LENGTH	5.140KM
LAPS	59

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. J.ALESI   BENETTON
3. A.WURZ   BENETTON

10. GRAND PRIX OF GERMANY

Hockenheim
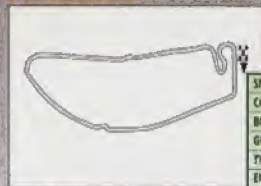
DATE	JUL 27,'97
LENGTH	6.823KM
LAPS	45

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. G.BERGER   BENETTON
2. M.SCHUMACHER   FERRARI
3. M.HAKKINEN   McLAREN

11. GRAND PRIX OF HUNGARY

Hungaroring

DATE	AUG 10,'97
LENGTH	3.968KM
LAPS	77

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. D.HILL   ARROWS
3. J.HERBERT   SAUBER

12. GRAND PRIX OF BELGIUM

Spa-Francorchamps

DATE	AUG 24,'97
LENGTH	6.968KM
LAPS	44

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. M.SCHUMACHER   FERRARI
2. G.FISICHELLA   JORDAN
3. H.FRENTZEN   WILLIAMS

13. GRAND PRIX OF ITALY

Monza

DATE	SEP 07,'97
LENGTH	5.770KM
LAPS	53

SPEED
CORNER
BUMP
GRIP
TYRE
ENGINE
RAIN

1997 RESULTS
1. D.COULTHARD   McLAREN
2. J.ALESI   BENETTON
3. H.FRENTZEN   WILLIAMS

14. GRAND PRIX OF AUSTRIA

A1-Ring

DATE	SEP 21,'97
LENGTH	4.323KM
LAPS	71

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. D.COULTHARD   McLAREN
3. H.FRENTZEN   WILLIAMS

15. GRAND PRIX OF LUXEMBOURG

Nurburgring

DATE	SEP 28,'97
LENGTH	4.556KM
LAPS	67

1997 RESULTS
1. D.WILLIAMS   WILLIAMS
2. J.ALESI   BENETTON
3. H.FRENTZEN   WILLIAMS

16. GRAND PRIX OF JAPAN

Suzuka
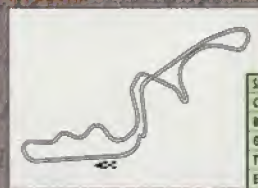
DATE	OCT 12,'97
LENGTH	5.864KM
LAPS	53

1997 RESULTS
1. M.SCHUMACHER   FERRARI
2. H.FRENTZEN   WILLIAMS
3. E.IRVINE   FERRARI

17. GRAND PRIX OF EUROPE

Jerez

DATE	OCT 26,'97
LENGTH	4.428KM
LAPS	69

1997 RESULTS
1. M.HAKKINEN   McLAREN
2. D.COULTHARD   McLAREN
3. D.WILLIAMS   WILLIAMS